

hack tip sonar2012 a same boy game shark lessons to make you a hacking champ

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number 29

# GAMESHARK

GAZINE



Wides: Anime-style  
Adventure game returns

## fear effect 2

RETRO HELIX

The PS2 is out. The gameshark 2 is out. guess what we have inside?

## Funk Dat!

Considering I have a gaming laptop on schedule, I figured it's time I put it to good use and have a little fun with my Ziffert's Mailbox. After some discussion with my lovely wife, I decided that the best way to have fun was to write her one of our favorite songs: "Funk Dat" by Sugar. If you've never heard the song, I highly suggest you track it down. It's just Sugar's version of the question at this party: what's the "Quarter" thing? When I go to the club, only the one who knows the answer can get the "Quarter" card. I'm not sure, but I think it's a good thing to have a "Quarter" card, but if you have it, you can use it to get along with.

With that, I give you GameShark Magazine's new Funk Dat!

**Question:** Why is it that the Japanese think Nintendo and Atari are good names for handheld Funk Dat?

**Question:** Why is it that whenever I speak to my friends playing a game, my friends can't help but to get a little bit of a "Funk Dat"?

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We will return you to your regularly scheduled magazine.

Jason Davis  
Burbury

GAMESHARK MAGAZINE  
318 CLUBHOUSE LANE, SUITE 1000  
P.O. BOX 1407  
HUNT VALLEY, MD 21033-1407

Dear GameShark,

So when I play *Driver 2* is there any way to play it with codes using the PS2 GameShark? The PS2 codes are 12 dig its long, and the PS2s are 16. So I just put some in their place or do I have to get different codes. Please help me.

Thank you,  
Drew0408

CP

The GameShark 2 for the PS2 is only compatible with PlayStation 2 games. I know that you can play PS2 games on your PlayStation 2, but those games still require a GameShark designed for use with the PS2.

To further complicate the matter, only PS2 GameSharks designed after the development of the PS2 are PS2 compatible. These GameSharks are the GameShark Lite and the GameShark CDS Version 3.5.

You'll also want to check the bonus disk that ships with your GameShark 2. While this disk isn't a full GameShark, it does allow you to use select codes for certain games.

Asking games to use a code isn't going to do much for you.

Woody Doug

Dear GameShark,

I want to know where I can send info on some computer updates that I would like to see in your games.

Thanks,  
John

John,

It's very cool that you want to get involved in gaming. I think most everyone who plays games with any frequency feels the same. To make game developers, your best bet is to go to their website. Almost every computer has a website these days, and almost every one of those websites have a feedback option. Don't get discouraged if you don't hear back from the companies, or if they don't use your suggestions. These companies are huge, and they get tons of letters a day. Participating in the process is a good thing to do, even if you don't get immediate gratification.

Woody Doug

Dear GameShark,

How the game for PlayStation 2, *WWF Smackdown 2*. Now is this game going to have blood? The last two didn't. It sure would be nice if they would include blood in this one, make the game a lot better. And why don't they add a where you can drink the blood and they all only see your opponent? Can you find out for me and let me know?

Thanks,  
Bud

As parental groups, the media, the Senate, etc.... keep blaming violence on videogames. It's too likely that developers are willing to make their bloody videogames but wouldn't games be made by something like something like, say, blood while watching something. They're not being exposed to anything new. I don't get it. It seems that the PS2 is being developed with a more mature audience in mind, so maybe the blood will be back.

As for the blood, I have no idea, but I will tell you that I think that's the best question I've been asked in a while.

Woody Doug

## dangerous designs

The call for home-brewed characters was answered, being almost exclusively answered by our younger readers. Among the entries, there seemed to be two common themes: It was either a character with a unique look, or someone who looked really cool and had a big gun.

First up in the main area who started the line, Jakers. Jakers was created by Casey Dettler. Next up is John's "Night Hawk." His character would be in a game like *Resident Evil*, and it would be on the PS2.

The next entry comes from Dominic Serino, probably our youngest contributor yet. His "Dragon Sable Avon" would be for the PlayStation.

Finally, we have another sibling's creative contribution from the "Teen Brothers." Andy's character, Ryo, would be a hidden boss in *Final Fantasy 9*. He looks like a character from a game like *Dragon Ball* or *Street Fighter*.

Now that we've gotten the "create-a-character" call of the way, let's try something even better: create-a-system! That's right, for the next issue of GMM, I want you to design what you think would be the perfect gaming system. Would it have a controller like or 2? Would it be back or with? Maybe it's just a call to it.

Send your Creative Designs to:  
Dangerous Designs: System Shock  
318 Clubhouse Lane, Suite 1000  
P.O. Box 1407  
Hunt Valley, MD 21033-1407



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Charge 'N' Run  
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Overlord  
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Metal Max  
Power Full Gals Battle  
Tig: Back on the Frontline  
Sponge Bob Square Pants  
Turns

Back to back with more details, more bullets, and a lot more interesting action.



Back to back with more details, more bullets, and a lot more interesting action.



Back to back with more details, more bullets, and a lot more interesting action.



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## REVIEWS

## 10704

By PHOT

When I first popped *Sega* into my PS2 I was expecting to play a visually enhanced version of *Bushido Blade*, or a *Street Fighter* type game with sword, and I wasn't too far off.

**Keppo** is a fighting game that incorporates the art of the *katana* with a host of fast combos. Characters have a "30" gauge, a health meter, and several "secret" traits that are activated during battle. Each choice allows for a different combination of attack to be performed against your opponent at any time during a match, and when the 30 gauge is full and becomes equalized to 0, your character has the ability to perform their "secret attack." The secret attack is the most devastating attack in your character's arsenal and is the most difficult to perform as well.

Explicitly, Bege is also aware of the environmental-challenge features are usually done, the fighting is great, and collection are essential. OK, what are the Grounded Part, the "bagging" and stopping that plague this time become quite varying after about an hour of game play. There's nothing worse to a 10-year-old player than seeing a bag of waste a 10-year-old player is used to and have the made exactly produce from different ways of its structure.

[illegible]

Between the Kango and HOT Weather Kango, if you're looking for warmth, you'll find massive 10 footers, you won't find them here. This site is all about different varieties of species, and the timing of creation, parties, and events. If you're looking for a site that will keep the blood flowing (literally), browse the items for sale.

## 67

Key-Components

In **Out** you play the part of Kaseki, a member of the Technology Crimes Task Force. Your job is to take down "The Syndicate," and you do this by hunting quite a few baddies. **Out** is a good mix of hard-core fighting and shooting with some shallow cut-

The first thing you learn about *Oris* is that the central set-up has a HOFE bending curve. So big, too, the first part of the gauge is a turning stage, which you need to master if you want to get very fast. Heald said that, once you learn Kirova's moves, that's the force to be reckoned with. She caulk (or punch) some angles left, and the handles. It's not a bad idea. She can only carry one weapon at a time, but you can find a variety of weapons along the way and take whichever one you want. In fact, if one of your enemies has a weapon you need, beat them up and take it! And the landscape is always changing.

If you're a fan of anime, you'll love the graphics of this game. Playing *Qof* is just like watching Japanese animation, except you're controlling the action. The cut scenes add to the down-all cool graphics and really sell you into the movie.

One also has a nice built-in set-up. The reader can chat with the author, heading up to any reader's rights. The reader can also see the best part though. Well-written dialog with some pretty funny moments added that "wow" factor.

Overall, QM is a very good game. It's well worth the frustration of learning the controls, and once you do you can take out all the pain in anger on the hands of evil clown waiting for you.

Platforms:	PlayStation 3
Genre:	Fighting
Developer:	Lightweight
Publisher:	Crave
OVERALL RATING:	8.5
Graphics:	7.8
Sound:	8.8
Controls:	8.0
Fresh Factor:	5.0
Gameplay:	9.0



## 1005547

the novel

Knight mixes up equal parts *Wind*, *Clash*, *Invincible* and *Age of Empires*. Unfortunately, it doesn't have enough of ANY of these parts to make it a great game.

[illegible]

Graphically the game is simply astounding. Cut-scenes are indistinguishable from interactive battles. The voices and sound effects covering nearly every portion of the game add to the realistic feel. Overall, you just end up feeling like you're watching a movie. That's all.

A sequel to *Reason* would be great. There is a solid foundation for a deeper and more time-strategy. The lack of interactivity leaves it from reaching its potential.

donald duck gain quackers

By Matthew

When I propped the PlayStation 2 version of *Dark Souls* (Quadrant's late big reveal), I expected nothing more than a marginally better-looking version of the (extremely addictive) Dreamcast version of the game. I never considered that the PS2 version might go further.

In a completely out-of-left-field move, this *Dennis Quaid Quivers* is completely different than the previous version, except for some of the out-of-left-fieldness and the basic plot. The rest of the game, from the interface to the very game play, seems to have been built pretty much from the ground up. That exhibits an incredible dedication to using each system to its full potential, even if that means going above and beyond merely providing just a quality game.

This certainly is a quality game as all of the most basic levels. The graphics are actually better than the (already excellent) Dreamcast version of the game. Amazing to play, as well as during play, not scores is truly in keeping with Disney's high standards, and the sound, effects, music, and, especially voice acting - is to the hilt. The feeling of the well-known characters and fanciful atmosphere.

Beyond the purely cosmetic, we find gameplay to compel and bewilder. With more obstacles on each level, and more intricate paths to navigate, the P2D version is also a bit more challenging than its Dreamcast version. But even though you can realize a feat in this version, the basic game play is just as fun. The same twirling, leaping, sliding and a little bit of play is nicely enhanced by new and complex, smoothly complete, each level. A variety of special, more-challenging on each level will keep you coming to sessions.

Donald Duck Gets Quackers is a must-own for any PSD owners who are into the platformer genre.

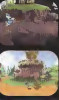
Platform:	PlayStation 1
Genre:	Strategy
Developer:	Naughty Dog

OVERALL RATING:	7.5
Graphics:	5.0
Sound:	8.0
Controls:	5.0
Fresh Factor:	8.5
Gameplay:	5.0



Platform:	PlayStation 2
Genre:	Action
Developer:	Ubi Soft

OVERALL RATING:	8.4
Graphics:	5.0
Sound:	5.0
Control:	8.0
Fresh Factor:	7.0
Gameplay:	5.0







4008 MEN 54

the Qingming festival

**Neja Has 64** is an alternate universe created for one of Gossamer's comic characters. Rather than being created by Dr. Light, our hero is discovered as a child by Iliamed Caster. Caster, a famous digger in a world run by ancient technology and covered in water, takes the baby boomer as his own, and raises him to the very end of his knowledge.

When this game was originally released, it lacked that certain *Sailor* the other *Ace* *Miss* games had. The animation was stilted, uninspired stuff. Graphics were decent, but suffered from some clipping problems in the PS2. While the actual character design was cool (the models), what they didn't seem to have for life or was it they could have. All of the items apply here, but the costumes are a bit of a mixed bag. The game is a bit of a mixed bag.

Because of the walk-behind design, the horses have been reduced to grazing, almost throughout the day. There's actually a surprising amount of noise, but good things at some of the smaller and older.

[illegible]

In its credit, the game does have some fairly nice loadable BGMs. *Alma* is great, but in its outlandish to match the level design itself.

## star wars: battle for naboo

by Industry Group

Finally, something that's not disappointing has come from *Star Wars: Episode One*. I think it's because it has very little to do with the actual *Star Wars* itself.

[illegible]

Control is a little bit tricky for Weiss, it's easy to get accidentally turned around, and following a ship while dog-fighting is almost impossible. Action takes place on the ground in fairly easy to follow, but once it takes to the sky, prepare for frustration. It's bad enough to make the game frustrating at times, but not to make it enjoyable.

There's a lot of variety in *Battle for Babel*, and it keeps the puzzle interesting for a while. Rows of identical types, from *Search* and *Destroy* to *Count* and *Remember*, are used to solve puzzles. In *Battle for Babel*, a lot of the puzzles are more complex, but a lot of the puzzles are also simpler. In one puzzle, you're asked to count a number of items in a row, and you're given the right answer. You can check the answer by counting the items yourself. In another puzzle, you're asked to count a number of items in a row, and you're given the right answer. You can check the answer by counting the items yourself. In another puzzle, you're asked to count a number of items in a row, and you're given the right answer. You can check the answer by counting the items yourself.

Platform:	Wondershare PDF
Genre:	Action
Developer:	Capcom
Publisher:	Capcom

OVERALL RATING:	7.9
Graphics:	7.5
Sound:	7.6
Controls:	6.9
Fresh Factor:	4.8
Gimmicks:	3.0



Platform:	Windows 4.0
Genre:	Simulation
Developer:	LucasArts

OVERALL RATING:	7.4
Graphics:	9.0
Sound:	8.0
Controls:	6.0
Fresh Factor:	4.0
Gameplay:	8.0



## FEDER MENDO

By **Excerptbox**

Once again, the plumber with the killer jump is back in action thanks to the creative minds at Intelligent Systems. While it's not the official sequel to Square's original creation on the Super Nintendo (*Super Mario RPG*), Nintendo seems to have managed to keep the magic that the first created.

This third award, however seems to have gotten rather impatient, but to mention a little more history for a pluribus-but kingdom. Rather than looking at Wilson's Peach as usual, tell her her and her father, the Peach is located and what them high can be right, she. Granted, it's not the best way to write something of her form, but the plain words, and deeper silent laughter leaves a tickle in the throat. After being kept away the garbage, the deeper this more is found lying in a forest, the ancient are Gossamer. It seems that every of the country, not through as the money have been, and

By 1940, the FBI had been using guns more like anything would be a privilege in announcing the release. Just months after, we finally got the down and winning that only National Guardsmen could provide. While *Paper Moon* (1974) had us as the gun play more than ever, it was the greatest that in games and expansion. If it, still use the jump attack and hammer, and use the same as the previous; you'll still find the same in terms and extra to collect, just all in a slightly different manner. The action skills of the so-called, in your order way because toward and next to with the village, you'd have a chance to be advantage in the more-had better. One here,

What makes the game so readily shaming is the way these 32 wicket buildings illustrates the *Sevens Story*, and the physical play state of the kids of blends seamlessly together, especially when the A is it with all of hundreds of others, the cast plays. Sometimes it's feel like the game doesn't exist, but with a lot more practice you get the rhythm. Everything else comes slowly, with more.

It's so secret that the Hottelers 44 is on the last level, but it's Pikeson, Marks, Squid, or otherwise, and into the history books. With Paper Marks those elemental decent.

## a-o ultra Penball Theringe

By [Santitasquiere](#)

Well, it's not 33 of 40, but it's almost as thrilling as physical video games can be.

I've always been a fan of video puzzles, perhaps largely because I suck at real puzzles. And while the puzzle game isn't strictly novel, it's a lot of fun. The task of *Yellow* is to guide a yellow rodman through mazes the game significantly, for instance, the central mode changes the physics of the puzzle to make the game extremely simple to play, and you can break into mini-games by completing different colored environments.

In fact, you pretty much have to learn how the mind games to get any kind of desired scores. Like the lively three-dimensional pinball games you can find in bars or your favorite neighborhood arcade getting a high score in *Worm Pinball* Thirskins requires persistence, not just the ability to keep the ball in play or to shoot it as hard as possible. This is especially true of the mind games.

So not only were why this guide includes the article, The Game Boy Advance seems to have a lot of added games, and while the feedback can be a little, it's not always as well done as it is in the game. If it's not perfect, by any stretch of the imagination, there's only one possible reason for this: the game is not perfect. You can only play the game once if you get to know it in the first place. There's no way to get to know it if you want to, which would have been a nice feature. However, on the whole, this is a good, solid, fun game, and it can be pretty addictive if you like the game.

Platform:	Nintendo 64
Genre:	Action
Developer:	Nintendo
Publisher:	Nintendo

OVERALL RATING:	8.5
Graphics:	8.5
Sound:	8.0
Controls:	5.0
Fresh Factor:	8.5
Gamedrive:	8.0



...and that no threat on

Reston: *Camelot*  
Camelot: *Reston*



# fear effect 2

RETRO HELIX™

## Review By Gandor

### The Skinny:

**Fear Effect 2:** Retro Helix is an incredible sequel (actually a "Proquel") to a fantastic game, do the math and that equals the beginning of an amazing game franchise.

The plotline of the game is like an NBC movie of the week on speed. Full of beautiful women, dangerous traps, crafty traps and the occasional robot devouring cat, **Fear Effect 2** has an intriguing storyline that will keep you playing late into the night. The story is so interesting that sometimes the gameplay takes a backseat. While the story mainly focuses on the mission at hand, it also provides major insight into the background of the original games three main characters: Hana, Royce and Deise. Thrown into the mix is a new character, another typical video game babe by the name of Rian Qiu, who has a mysterious connection to Hana. Throughout the game you'll see how the dangerous trio hooked up in the first place, and what impact Rian has on the group.

**Fear Effect 2** plays much like the original. You maneuver a certain character through a section of a level, fighting enemies, solving puzzles and maneuvering through obstacles. At certain points you'll switch from one character's storyline to that of another, getting drawn that much further into the story. If

you played the original, the controls are basically the same. If you're new to this series, there's a slight learning curve before you'll be able to play and keep your character from dying of fright. Yes, you can die of fright. Instead of a standard health bar, characters in this game have

### A 'Fear Meter'

There are no health power ups, in order to go from afraid back to confident, you'll have to find more ammo, sneak-kill enemies and perform well on the puzzles. It's a nice departure from the Tim Slessor dead, where can I find a turkey and a soda to regain some health? type of video game. The major improvement of **Fear Effect 2** over **Fear Effect** are the load times. The gameplay and cinematics stream seamlessly, and there's virtually no load time even after you die.

The visuals are superb, blending anime style art with cutting edge graphics. The game has a dark tone to it, and the graphics

reflect that mood. There are many bright colors to contrast the dark ones, usually the bright red of arterial blood splattered everywhere. Objects that you can pick up are sometimes hard to see, while objects that you can interact with

are usually easy to spot as they'll glow or flash. The character animations work well within the game, the only complaint here is that Hana and Rian have the exact same animations.

The audio is very subdued, which usually would be a bad thing but works well in this instance. The lack of a loud soundtrack actually enhances the game, letting you hear enemies before you see them, and detect subtle changes in your fear

Platform:  
Genre:  
Developer:  
Publisher:

PlayStation  
Adventure  
Kronos  
Eidos

OVERALL RATING: 8.5  
Graphics: 10.0  
Sound: 7.0  
Control: 8.5  
Fresh Factor: 8.0  
Game Life: 9.0

meter. The sound effects are quite good, my favorite being the thumping of the assault rifle as you gun some poor slab down.

Overall, this is a fantastic game that I can't wait to finish again. The opening cinema is incredible and VERY gory, with just enough mystery to make you want to play through the 4 discs the game is composed of to find out what happens.

The instruction manual promises that the "Hard" difficulty setting is more rewarding, and that was definitely true with the original **Fear Effect**, which

means you'll probably get a more interesting ending if you go through the game at the "Hard" setting. No matter what difficulty level you choose, **Fear Effect 2: Retro Helix** is sure to entertain and captivate your imagination.

You'll like this game if you like: **Fear Effect**; Resident Evil Series; Tomb Raider Series

WWW.KRONOSGAMES.COM



## FAQ By Dangerboy

## Q: When does this take place?

A: It takes place before the first game, giving insight into how all three characters met each other.

## Q: What's the answer to the blinking Cursor puzzle?

A: On the machine you will need to decipher the pattern with the row of letters on the right with the set of digits on the left. If you look at the upper right hand corner, you'll see the code key. The letters ascend while the numbers descend. You'll also need to choose the right row that corresponds with the color of the cursor. In other words:

Key: B = 5, C = 4, D = 3, E = 2, F = 1

Blue Cursor (Row 3): Press 3, 1, 4, 5, 2, right switch.

Yellow Cursor (Row 2): Press 4, 5, 1, 2, 1, right switch.

Red Cursor (Row 1): Press 2, 3, 4, 3, 1, right switch.

## Q: How do I solve the geometric puzzle with the shapes?

A: Here you must match the shapes on the right to the shape on the left. You'll need to use the dial to manipulate the shape, using either Left, Right, Down, Up, or Center. The trick here is that your first point of occlusion is in reality the very TOP corner of the left shape. The solutions are:

Shape 1 (6 Shapes): D, U, D, U, D, U, D, U

Shape 2 (Diamond Shape): U, U, D, U, D, U, D, U

Shape 3 (Octagon Shape): U, U, U, U, D, U, D, U

Shape 4 (Long Diamond Shape): D, D, U, D, D, U, D, U

Shape 5 (Side Diamond): D, L, D, L, D, L, D, L

Shape 6 (Shaded X): D, U, U, L, U, U, D, U

## Q: Why can't I kill (said person)?

A: You'll have to make sure that the targeting icon is visible at the top of the screen before you start firing. It will also turn red when you have a perfect shot.

## Q: How do I complete the shrout?

A: To do that, you'll need the following pieces in the following black spots (the number in parentheses refers to the number of times you need to Hit 0 to flip the piece from its original orientation on the selection board. If there's no number, you do not need to flip it.)

Pieces: Yellow Straight = YS, Red T = RT, and Yellow Curve = YC

Row 1: Blank, YC(1), Blank

Row 2: YC(1), YS, YC

Row 3: YS, RT(1), YS, YS

Row 4: Blank, YC(1), YS(1)

Row 5: Blank, Blank, YC(1), YS, YC(1), YC

## Q: Why can't I see the save spot?

A: Not sure. To try and make it more realistic, I guess? If you're not good at finding the save points, you can turn on the beacon in the options. You'll then be able to see the spot.

## Q: How do I switch the face wires?

A: In order to this, you must remove the fuses from the top and bottom of the board to expose holders, switch the two control rods, and then replace the fuses. For example, to swap Green and yellow, make sure the green and yellow fuse boxes are empty, and you'll notice that there's no electricity coming through the wires. Click one of the wires, then click on the other, and they'll swap. We're trying to make the wires look like the bottom left picture on the side of the board. The proper sequence is...

1. Swap Green and yellow
2. Swap White and yellow
3. Swap Purple and blue

## 4. Swap Orange/Red and Blue

## Q: Highway chase tip

A: Use a dash, but you don't dash from all sides. You'll toggle between 1 and 2 dash times.

## Q: How do I properly align the numbers on the computer screen for the keypad?

A: Only 10 of the numbers appear. You must align the number to the proper row (which goes on the right). The proper alignment is:

- 1 should be 5 blocks down
- 2 should be 5 blocks down
- 3 should be 2 blocks down
- 4 should be 4 blocks down
- 5 should be 4 blocks down

## Q: How do I complete the DNA sequence?

A: Use the DNA code disc on the computer in the back of the room. You will now have 12 DNA "strands" to match up with the DNA structure sequence in the top corner. On the top corner, there are 12 black slots, and there are 12 DNA blocks. Each color matches up to 12 partners. The top every space will be labeled here left to right, while the 12 DNA strands will be numbered as follows:

Color Index:

Red = Yellow

Yellow = Red

Blue = Green

Green = Blue

Strands:

1 2 3 4 5 6

7 8 9 10 11 12

The proper sequence is:

A. 1 (Appet)

B. 7

C. 10

D. 9 (Horn)

E. 8

F. 2

G. 7 (Crown)

H. 4

I. 1

J. 12

K. 3

L. 6

## Q: How do I beat the floor tiles in the challenge?

A: Use the Chameleon film to activate the next activation. You will now have to select the proper tiles in the proper order. It'll show that, even the real clock tower, barely how it works. There are three sets of 16m at the floor. Gold tiles, Red tiles, and the Activation tiles. The activation tiles are those that you need to walk over. The sequence, and which shapes you need to press are located on the two tapestries on the door that you entered from. There are 4 signs that mean "Bad", which will cause you to lose your health, and 4 "good" signs that will allow you to walk between the activation tiles. Once you start the puzzle, stepping on the "Start" pad will reset the puzzle. That's all. It's not worth the hassle to figure out. Use the guide.

Starting from 1, follow the line to the final number 7. You will need to look back over your steps to reach the other numbers.



# Itchin' To Ride

In the midst of a non-existent blizzard I find myself stuck on Ducati World Racing Challenge on the Dreamcast. Chances are, by the time you're reading this, I'll still be on the game...and you thought I wasn't dedicated. With nine parts monotony and frustration and one part true motorcycle thrill I find myself somewhat addicted to this damn game, perhaps on a masochistic level. But it's March, and I haven't ridden a bike in nearly six months, and I'm going crazy. So even if it is some juiced up superbike, I'm still into it. At least with the game I don't have to get a new battery and a set of \$500 tires before I'm back on the road. So I'll continue to curse and swear, and whenever I can actually make it to the fourth and fifth lap, feel that rush as my heart rate increases. Well, or perhaps it's just the fact that I eat a pound of bacon for breakfast each day and chase it down with

half a pack of smokes.

And when I'm busy swearing at Ducati World Racing I'm smoking a game or two of Triple Play Baseball (2002). Nothing like those early baseball titles to get you psyched up for the real thing come April. Unfortunately this year's offering from EA Sports leaves about as much to be desired as this years offering from the Orioles. Oh well, at least it's realistic. Another year gone to the Yankees, and it hasn't even started yet.

Now if only there were a backyard grilling game I'd have all of my summertime events a little early and in game form. Something for me to practice on before it actually becomes time for said activities.

Lik is even getting into the Spring outdoors, playing some God-awful wake-boarding game. Somehow water skiing just doesn't stimulate well to a video game, but trust me, this is

another activity that, if given the chance, one should investigate. I never did understand those folks who insisted on skiing in the winter, it's a bit painful and cold for my liking. Of course without the luxury of a boat it starts to make a bit more sense. But save the money from the lift tickets, the gear, the lodge, and the hospital bills and in two short years I assure you that a fine 14-foot boat can be yours (Tackle Not Included).

And really, that's what's been going on around the office for the past two weeks; just talking forward to warmer times, oh, and hacking PS2 codes as well by the way. Hope you enjoy your codes, because you people don't even venture out into the outside world anymore, do you?

-CodeRay

## GAME RELEASE SCHEDULE

### Dreamcast

4/3/01	Wario: World Party
4/10/01	Pha 2001
4/11/01	Coaster Works
4/11/01	Exhibition of Speed
4/15/01	3RA Drag Racing
4/15/01	Aero Motors
4/17/01	Thirteen Brothers
4/17/01	Blindfold
4/24/01	Project Justice
4/24/01	Stupid Legends
4/30/01	Half-Life
5/1/01	18 Wheeler: American Pin Truck
5/1/01	Commander 2
5/1/01	Dark Angel: Vampire Apocalypse
5/3/01	Soldier of Fortune
5/7/01	Qapa Baka
5/8/01	Dragon Rider
5/8/01	Sasha Novalis
5/15/01	System Shock 2
5/15/01	Conflict Zone
5/16/01	Playmobile: Haze
5/19/01	Legend of the Bloodmasters
5/19/01	Shogun: Urban Warfare 2025
6/27/01	Alive in the Dark
7/3/01	Evil Twin

### Game Boy

4/2/01	Belman Racing
4/19/01	Jimmy White's Cue Ball
4/19/01	Cometvale
4/23/01	Murphy Returns
5/8/01	Just Another Pro Ball
5/23/01	Kurayon Pet Rescue

### Nintendo 64

4/1/01	Deceit: Planet
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4/1/01	Diurnal Darkness
4/15/01	VR Powerball 64
4/19/01	Cometvale

### PlayStation

4/3/01	Dynasty World 2
4/8/01	Midnight Racing
4/7/01	Master Austin: Mastering Austin
4/10/01	The Bombing Machine
4/11/01	Kapow! Chex
4/10/01	Sea Doo Hydro Cross
5/1/01	NASCAR Racers
5/15/01	Baylon Gotham Racers
5/15/01	Inspector Gadget
5/19/01	Hot Hot Wheels: Pro Ball
5/19/01	Roadkill: Consequences
5/19/01	VP
5/19/01	Rayman 3: Back to School
6/15/01	Time Crisis: Project Tides
6/27/01	Alive in the Dark: The New Nightmare
7/3/01	Dynasty Card Battle

### PlayStation 2

4/1/01	Cool Boarders 2001
4/1/01	Supercross: Street Challenge
4/1/01	Ultimate Sky Surfer
4/10/01	Heroes of Might & Magic
4/10/01	Silphoed: The Lost Planet
4/11/01	Roadster Tripping
4/15/01	Goal: Tournaments 4-Spec
4/17/01	Stunt GP
5/1/01	Champs FT: Racing
5/1/01	Portal Runner
5/1/01	Star Wars: Super Bombad Racing
5/1/01	WGL: War Jutsu
5/2/01	Gunblast: Dark Legacy

5/2/01	Tony X-Men: Factor 2
5/15/01	Red Faction
5/15/01	Hardy Gandy
5/15/01	Jungle Book
5/19/01	Project Eden
5/23/01	Cool Boarders 2001
5/23/01	Giants
5/25/01	Dark Cloud
5/25/01	Dark Angel: Vampire Apocalypse
6/1/01	18 Wheeler
6/1/01	Cave Barbar's Slaying
6/1/01	Dinosaur
6/1/01	Ephemeral Fantasy
6/1/01	FT Racing: Championship
6/1/01	Kix
6/1/01	Seven Riders
6/1/01	The World Is Not Enough
6/1/01	Ultimate Sky Surfer
6/7/01	Lois Challenge
6/15/01	Tap Run
6/15/01	Test Drive: Offroad Wild Open
6/20/01	Woody Bear 3
7/1/01	Superior Street Challenge
8/1/01	Legacy of Kain: Soul Reaver 2
8/1/01	FT Racing: Championship
8/1/01	Soldier's Gate
8/1/01	Barbarian
8/1/01	Beast Wars
8/1/01	Cavaler
8/1/01	Forces of One
8/1/01	Ran Like Hell
8/1/01	Formula X
8/1/01	Vibron
8/1/01	Money Returns
8/1/01	Murphy's Law
12/15/01	Super Rumble: New York Edition

# SIGNATURE CODES

So, the PlayStation 2 now has a GameShark, which brings the happy family of Sharks to S. How many of you have all of them? I doubt their work for GameShark, so I guess that doesn't count. Anyway, when I'm not working, getting picked on by the staff, or playing games, I'm collecting things. I'm a video game collector by default, and have this peculiar urge to even KODY game that comes out for a system. I already have all the Turbo Grafx and Game.com games, and am slowly working on other systems, including the Dreamcast, PlayStation, and more. It's always a pain when I can't locate that one really hard to find game, or know I don't have enough money to buy one or DMF. The same goes for items in video games. I need to have everything. I want to know I have every UltraMaster card, every available character, every password, and everything else that might be in a game. If I need a GS to do that, so be it, I'm not one to complain!

For this issue's Signature Codes, I've decided to celebrate the new GameShark 2 release by collecting some reader-favorite Everything codes from some of the most popular games. Those of you who want to see every little gaudy a game can have, these are the codes you want. Let's get collecting shall we?

## PLAYSTATION 2

### Twisted Tournament: Every Character, Every Death Match Level

Use these codes with a 4-player adapter to give you and your friends the ultimate 4-player death-match festy.

[X] Must Be On  
SC379101-04030A

#### All Characters

1C1E06C10353A4A  
1C1E06C10353A4A  
1C1E06C10353A4A  
1C1E06C10353A4A  
1C1E06C10353A4A  
1C1E06C10353A4A  
1C1E06C10353A4A

#### All Death Match Levels

1D9B2001-04030A  
1D9B2001-04030A  
1D9B2001-04030A  
1D9B2001-04030A  
1D9B2001-04030A  
1D9B2001-04030A  
1D9B2001-04030A  
1D9B2001-04030A  
1D9B2001-04030A  
1D9B2001-04030A  
1D9B2001-04030A  
1D9B2001-04030A

Tekken Tag Tournament: Everything Unlocked  
This one's easy. Tekken Bowl, tons of extra characters, and Best of 5 CG movie.

[X] Must Be On  
SC346-041-04030A

#### Everything Unlocked

4C0A1C0F-04030A  
4C0A1C0F-04030A  
4C0A1C0F-04030A  
4C0A1C0F-04030A  
4C0A1C0F-04030A  
4C0A1C0F-04030A  
4C0A1C0F-04030A

## DREAMCAST

### Ecco the Dolphin: All Levels

Talk about frustrating. Besides being one of the most godawfully impenetrable games on the system, it was also one of the gut wrenching hardest. Car those of us that get easily frustrated, being a DREAM to play whatever level you want.

#### Enable All Levels

50B78F7F7F7F7F7F  
8000000000000000

#### Grandle II: Every Item

Talk about a killer RPG! Besides having codes and codes of stuff, it's also got some cool character designs. The amount of extra you can get can be overwhelming, but hey, we can take care of that real quick!

#### Every Item

80B78F7F7F7F7F7F  
8000000000000000  
0000000000000000

#### San Francisco Rush 2000: All the Cheats, Baby

One of the hardest items things to do in this game is to unlock the cheat menu and activate the cheats. Each one required an obscure amount of specific button pressing that usually required the player to bend his fingers in directions they weren't meant to go in. Now, with this little bad boy of a code, all the cheats are ready to be tapped at a year's time. Hours of game play were saved back onto the disc after we got this one hacked.

#### [X] Must Be On

233E34A000000000

#### Enable Cheat Menu & All 13 Cheats

30A4476100000000  
7F7F7F7F7F7F7F7F  
0000000000000000

## NINTENDO 64

### Conker's Bad Fur Day: All Levels and guns

Oh yeah, you know this one had to be on here after months of nothing on the system. Kane's pretty much everything goes. All content something is never ahead. It's even better to hear your friends swear, so hear what you need to break open the multi-player area of the game.

[This Game Requires the Turbo Keycode!]

#### Unlock All Levels And Chapters

813C5E8000  
813C5E8000

#### Unlock All Characters (In Multi-player)

813C5E8000  
813C5E8000

#### Paper Mario

One of the coolest games on the Super NES gets a really cool input on the N64. What better way to save the princess (again?) than to have your

whole party along for the ride!

[This Game Requires the Diddy Kong Keycode]

#### Enable Code Must Be On!

0000000000000000  
0000000000000000

#### Have All Members in Your Party!

801003A00000  
801003A00000  
801003A00000  
801003A00000  
801003A00000  
801003A00000  
801003A00000

## GAME BOY

### Pokemon Puzzle League: Choose Your Level!

First seed

#### Level Seed/Win

Replace to with: 01 thru 32  
01=Seed

### Pokemon Gold/Silver: Badges and Statues

Decorate yourself with all the badges, AND get all 21 Pokemon in the beginning of the game.

#### Have All Badges!

01111111

#### Get All 3 Starter Pokemon From Prof. Dr.

01000000

## PLAYSTATION

### Final Fantasy IX: All Items

One of my biggest pet peeves is realizing I missed something and have no chance to get it back. Well, now you don't need the second chance.

#### Have All Items

0000000000  
0000000000

#### Unlock Statues Level of the Statue: Cheats and Secrets

Some these busy babes with all the right answers!

#### Have All Cheats

0000000000

#### All Secrets Found

0000000000

## Hacking Max Score Codes on the Game Boy

By Lik

Today we are going to learn how to Hack Max Score codes for your favorite Game Boy sports games.

I will post a big sports game hack this week and I thought I would share a little info so you can kick major ass in your favorite sports game. This is the master code that you will ever hack, just follow these steps and you will find out how easy it is!

Well you all know the procedure here, so grab your GameShark and your favorite sports game and let's begin. Just so you know if you absolutely despise sports games, this technique will work for any game that has points score involved. You can also use this technique to make your opponent score 0 too, and you know how much fun that is. Let's get cracking!

- 1 First off, get into the game and to a Start Screen when your score is at 0.
- 2 Now get back into the game Score a point and perform a Greater Than search.
- 3 Repeat Step 2 about 5 - 6 times to narrow down your possibilities.
- 4 Now it is time to check your results.

It's trial and error time. Test out all of your remaining possibilities if you followed the steps correctly you should only have about 5 to 10 possibilities left! Once you find the code that works, you can set the value at whatever you want. For certain games that makes you have a specific score to progress, you can set the value at the specific number you need.

For example, say that you need 99 points to win the game. This is what you code should look like 99 51 782c, 6d 0000 - 99 9999. Read up on the career screen so you understand how it works, and how it counts. Also you can use this method to make your opponents score 0, just follow the steps when you represent scores.

## Hacking Invincibility Codes for Game Boy

By Lik

Many of you had flooded my email with letters wanting how I hacked that Invincibility Switch on spikers, and enemies go right into you for Mega Man Extreme for the Game Boy. Well today is your lucky day because I'm in a good mood and I'll let you in on the secret of hacking that code. So go grab your Game Boy, your GameShark and a copy of *Mega Man Extreme* and let's get cracking! (oops, I mean hacking!)

- 1 Get into the game and go somewhere where there are no enemies and perform a Start Search.
- 2 Now get back into the game and walk around for a little while (play clear of enemies) and do an Equal To search.
- 3 Repeat Step 2 once or twice to narrow down the possibilities.
- 4 Now walk around and let an enemy hit you, and once Mega Man is flinching, do a Different To search.
- 5 Now get back into the game and get hit again and once Mega Man starts to flinch, do an Equal To search.

- 6 Repeat Step 5 once or twice to narrow down the possibilities some more.
- 7 Get back into the game and walk around away from enemies and do a Different To search.
- 8 Go back into the game and walk around and perform an Equal To search.
- 9 Repeat Step 8 a couple of times to reduce the possibilities.
- 10 Now check your results, if you don't have only a couple left, repeat Steps 4 through 9.
- 11 Now it is time to check to see what you have.

Now it's trial and error time. You must test out all of your results, but if you want to cheat you can check out the win to see what the code is. If you followed the instructions right, your code should look some thing like this: 91 30 400e, 00 being the value when you stop your searches on Step 8. It is that way because 00 means that the flinching of your character is off, so if you ended your search on Step 4 the value would be 01 meaning that the is an opponent you inevitable for a short time. Now set the value to 0 so it always the invincibility on all of the time. There is your code.

That wasn't that hard, was it? You can also apply this method to other games that are similar. Well I hope that you learned something again, and made your gaming experience more enjoyable - who doesn't love to cheat?

## Start On Last Lap Codes for Game Boy

By Lik

Well, again everyone! Lik is here to bring you another Game Boy Hacking Tip. I am happy that you all have been digging the Game Boy Hacking Tips, so I will keep bringing you more, and we will start to do some advanced tips in the near future. But with that aside, let's get rolling. We are going to be finding a Start On Last Lap code for your favorite racing game, so grab your gear and a racing game (you know the granddaddy by now), and let's begin on finding a Start On Last Lap code. Here goes...

- 1 Get into the game and start a race. As an example, let's say that the amount of laps in the race are 1, which is usually the standard amount, we will use that. When you are at the starting line at the beginning of the race, the lap counter should look like this: 1/3 Start the race and do a Start Search.
- 2 Get back into the game and restart the race and race off of the starting line and then do an Equal To search.
- 3 Get back into the game and repeat Step 2 a couple of times to narrow down the possibilities.
- 4 Now jump back into the game and start the race again, this time go all the way around the track so you are on the second lap. So the lap counter should look like this: 2/3. Now perform a Greater Than Search.
- 5 When you get back into the game race to the second lap again and do an Equal To search.
- 6 Repeat Step 5 a couple of times to narrow down the possibilities some more.
- 7 Now start the race again and this time go around the track to the third or last lap (2/3) and do a Greater Than Search.

- 8 Now get back into the game and race to the third lap again and do an Equal To search.
- 9 Now repeat Step 6 if a couple of times to reduce the possibilities some more. Now you should have only a few possibilities left, so it is time to look at your results.

Now check your results, this is trial and error time. If you followed the steps above and your last search was on the third lap, the code should resemble these examples:

9105000c or 9102000c

The value should either be 03 or if the game counts the number in 5's, the value should be 02. Now it is time to test the codes out. Lower the value at 03 or 02 (whichever is the right one) and test them out. Once you have found the right one, you are all set. Pretty easy, huh?

## 1 Hit Kills! for PlayStation

By NG

So, you're getting your butt kicked by the level 3 boss in your favorite game and wish you could find an easier way to beat him, well, you've come to the right place. Today's hacking tip is all about creating a code that will wipe an enemy's health to near 0, nothing so you can dispose of them swiftly.

To create a 1 Hit Kill code for an enemy, the only thing you need to find is the address and value of the enemy's health. When you find the correct address for the enemy's health, remember what the value was when it was at its highest, this will be your address.

Example:

Let's say that you're playing *Super Star 64* the Dragon (PS4), you encountered the Shark Sub Boss and you're sick of chasing him around the lake filling missiles at him. If you wanted to hit him once to defeat him, you'd search for the address and value of the boss health. 00162304 and write down what the value of his health was when it was full (0010). Now you'll change 00162304 0010 (full health) to 00162304 0000. This tells the GameShark to activate the next line of code where this address is equal to 0000. Now simply set the value of boss health to the lowest point possible without him being (0000). Finally we add the two codes together like so:

00162304 0010  
00162304 0000

Break it down NG!

00162304 is the address of the Shark Sub's health 0010 is the value of the Shark Sub's health when full

00162304 0010 tells the GameShark to execute the next line of code DNL when address 00162304 is equal to 0010

00162304 0000 is the address and value of the Shark Sub's health when it hit 0

The following code basically tells the GameShark to change 00162304 0010 to 00162304 0000 DNL when 00162304 is equal to 0010

1 Hit Kill! Shark Sub Boss  
00162304 0010  
00162304 0000

This type of 1 Hit Kill! activator you can use on just about any game that degrades a specific address in memory for a character's health. This can also be used on N64 games as well as PlayStation





[illegible]

[illegible]





# PROGRAMMER'S CHEATS

## DREAMCAST

### DAYTONA USA 2001

Unlock the full-race car  
Build up 100 hours of game play

#### Quick Start

Keep the RPM gauge in the yellow during the countdown. Then hold the brake when the countdown reaches "2". Immediately release the brake and then accelerate when "1" disappears and "Go" appears.

### RECORD OF LOOGESS WAR

#### Extra Storage Space

Use the cheat in the Blackened's shop for extra storage space for inventory items.

#### New Items From Cheats

Save the game before opening a cheat. If you don't score a valuable item, reset the game, reload and open the cheat again. Most cheats will give items at random.

### KAO THE KANGAROO

#### Level Select

Pause the game and display the map. Then hold L + R and press Up, Down, Right, Left, Up, X.

#### Unlimited Lives

Pause the game and display the map. Then hold L + R and press Down, Left, B, Left, B, B.

#### Unlimited Energy

Pause the game and display the map. Then hold L + R and press Down, B, B, A, Up, Left, Right.

#### Unlimited Gloves

Pause the game and display the map. Then hold L + R and press Down, Right, Up, Right, Left, B.

### LOONEY TUNES: SPACE RACE

#### Passwords

For the following cheats, you will need to select "Cheats" and then enter the word code. A sound will chime confirming it worked.

#### Master code: CHEESFISH

All names: CHAT

Party Pop: YWAWMENT

Mervin Marmot: REDWAGON

All tracks: TRACK

ACME 2 track: MARCON

Galactonova 1 track: YOKS

Galactonova 2 track: DOODNARY

Marm 2 track: SCHWEDALL

M-Bula track: MFLUZZY

OT World 1 track: DURNICOT

OT World 2 track: PALOOKA

Wild West 1 track: HOGGRIFY

Wild West 2 track: MACKEREL

Maroon tracks: SAMRALPH

All ACME events: BLURRORS

All challenges: MORTALIZE

Unlimited turbo: DUCKAMUCK

No gaps: SUDDOTASH

All gallery items: MICHIGANU

#### Control Credits

Hold A to advance quickly through the credits or hold B to move back.

### NBA HOOPZ

#### Cheat Mode

Press Turbo (X), Shoot (A), and Pass (B) to change the icons on the versus screen. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-pad in the indicated direction to enable the code. The name of the code and a sound will confirm correct code entry.

#### Effect Code

Show shot 1/4: 0-1-1 Down

Home uniform: 0-1-4 Right

Beach court: 0-2-3 Left

Away uniform: 0-2-4 Right

Show hotshot: 1-1-0 Down

ABA ball: 1-1-1 Right

Granny shots: 1-2-1 Left

No fouls: 2-2-2 Right

Big heads: 3-0-0 Right

No hotshots: 3-0-1 Up

Infinite turbo: 3-1-2 Up

Street court: 3-2-0 Left

Tiny heads: 3-3-0 Left

No godfrinding: 4-4-4 Left

Tiny players: 4-4-3 Left

Play as Dr. Atomic: 5-4-4 Left

### PHANTASY STAR ONLINE

#### Alternate Costume Colors

Enter one of the following character names to unlock two additional colors at the costume selection screen during your character creation.

Character	Name
Humor	KSKAUDONSU
Humorist	MOUCGGR-LIN
Huicel	RULHANGERT
Ramir	SOUDECMSKG
Razel	MISALCHSYN
Raceless	NUDNADJCH
Fernal	DNEACHHUEK
Fewerit	ASUSHEGUL
Potewicel	XYGSSHECH

### TYPING OF THE DEAD

#### The Hidden vs. CPU Option

Enter PERKINS as a case-sensitive password.

#### Get More Options

Enter one the following case-sensitive passwords to achieve unlimited continues, all bosses in Boss mode, all Drill mode levels, and all CPU characters in vs. CPU mode.

KODMUTP

IKROROR

STKZJCH

## PLAYSTATION 2

### ONIMUSHA

#### Unlock Onimusha 2 Trailer

Complete the game with any final rating and collect at least one piece of Flouette.

#### Unlock Pseudo Costume (Sennonsuke)

Complete the game with any final rating and collect at least 10 pieces of Flouette.

#### Unlock On-Spirits Mini-Game

Complete the game with any final rating and collect at least 20 pieces of Flouette.

#### Unlock Dragon Costume (Kiedle)

Complete the game with an S rating.

#### Unlock Ultimate Mode

Complete the On-Spirits Mini-Game. This will let you start a new game with the Bahamut Sword, 99 Soul Absorbers, Infinite Arrows, and Infinite Bullets. Your mega meter will always stay full, as well!

#### Acquire Bahamut Occulus

Open the chest on Level 20 of the Dark Realm Mini-Game.

#### Acquire Bahamut Sword

Play the Bahamut Occulus in front of the storage wall texture in the Save Room on the Demon World. Enter the opening and take the Bahamut Sword from the wall.

### THE BOUNCER

#### Alternate Costumes

Hold L, L2, R1, or R2 and press X to select your character. This will not work in Story Mode.

#### Hidden FMV

Beat the Game as Son.

#### Unlock Characters

Each time you play through the game you will unlock more characters.

#### Increase Versus Ranks

Each time Story Mode is completed, the same characters in Versus mode will have their ranks increased. This does not include the three main characters.

# game shark upgrade items

## Standard GameShark

### Standard GameShark

We will send you your current version of the Standard GameShark along with a check or money order for \$19.99 and we will replace your Standard GameShark with a GameShark Lite for the version 2.4. This version will not replace the code generator, but will allow compatibility with all of the newer titles.

We can send you your current version of the GameShark along with a check or money order for \$29.99 and we will replace your Standard GameShark with a GameShark Pro for version 3.3. The version 3.3 includes a code generator that allows you to back your own codes and will be compatible with all of the newer titles.

### GameShark Pro

You can send us your version 3.3 and we will replace the unit to the 3.3.399 of change.

If you own version 3.3, send us your GameShark along with a check or money order \$1.00 and we will upgrade it to the version 3.3.

### PlayStation®

1. Standard GameShark before version 2.0: You can send us your Standard GameShark before version 2.0 along with a check or money order for \$59.99 and we will replace it with the GameShark CCK version 3.3. The GameShark CCK allows you to link to a PC to back your own codes.

### 3. Standard GameShark 2.4 to version 3.42

A. The CD contact upgrade@gamehawk.com or call 1-800-985-4664 and for \$5.00 you will receive an upgrade CD that will upgrade your version 2.4 GameShark to the version 3.42. The version 3.42 will be compatible with all of the newer titles.

B. You can send us your Standard GameShark along with a check or money order for \$29.99 and we will replace it with the GameShark CCK version 3.3. The CCK will allow you to link to a PC to back your own codes.

3. GameShark Pro: To upgrade your GameShark Pro (v2.42 to v3.399) send us your GameShark Pro along with a check or money order for \$20.00 and we will replace it with the version 3.3. The upgrade CD is v3.42 CD.

### GameShark CCK

The version 3.5 is the currently the highest version of the GameShark CCK. All new upgrades are available. You can call 1-800-985-4664 to receive an upgrade CD for \$10.00 or send a check or money order to our office.

### Gameboy®

You can send us your current version of the standard GameShark GameShark along with a check or money order for \$20.00 and we will replace it with the GameShark CCK version 3.1.

All new upgrades are in-stock... they will be posted on [www.gamehawk.com](http://www.gamehawk.com).

## GAMESHARK FAQ

I have purchased the PS2 GameShark and would like to add new Playstation codes to the archive disk that came with the GameShark. Is this possible?

No, the bonus disk that is included is not updatable. If you would like to add new Playstation codes of your PS2 system you will need to purchase the Playstation GameShark CCK version 3.3 or the GameShark Lite and a 15 block memory card.

Is there an upgrade available for the GameShark CCK for Playstation?

Yes, the v3.5 CCK upgrade CD is now available for \$10.00 (\$5.50 incl.). Contact [support@gamehawk.com](mailto:support@gamehawk.com) or call (402) 785-4064 to place an order.

Is there an upgrade currently available for the GameShark GameShark version 3.3?

No, there is not an upgrade currently available for the version 3.1, when the upgrade is available it will be posted on [www.gamehawk.com](http://www.gamehawk.com) for you to download to your GameShark.

I have purchased the GameShark 2 v1.3 for my Playstation 2 console and it is not working properly! What is the problem?

Check the version number of your PS2 GameShark. If you own version 1.0, 1.1, or 1.2 you can contact our Consumer Service department to receive a free upgrade CD to correct the problem. Simply send proof of purchase (UPC from the box or copy of the sales receipt) along with a brief note explaining the problem to our office and we will be glad to process your request.

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